## By Dave Arch



With thanks to Leo Behnke both for the original concept and permission to share this with you, for the past twenty-five years I've used this as a solid closing for many programs. It works particularly well when there is a large group. It appears as though the presenter is finishing his program with a game of BINGO. Cards are distributed, and the game begins with the presenter calling off the letters and numbers as s/he draws pieces of paper out of an envelope.

All seems ordinary. People at the tables are crossing off numbers at different times. However, when the presenter calls one letter and number ... the entire room shouts "BINGO!" at the same time.

1. Have your local quick print center copy the following BINGO cards - printing them on bright yellow paper (24\#) and cutting them.
2. Since there are only twelve different cards, have them pad the cards in rotation so that as the cards are distributed from the pad no two people sitting next to each other would get the same Bingo card.
3. Take a business size envelope and put a couple dozen small scraps of paper in the envelope. They can be blank.
4. On the inside of the envelope's flap write the following key:

CALL: B10, B7, O71, I25, N41, N35, I28, O64, N33, G50
EXTRA PLAY: B3, I23, I30, O68, O70
5. As you withdraw the blank slips from the envelope and pretend to read them, you will actually be calling off the first row on your cue sheet inside the flap of your envelope.
6. Although I have found that first row to be plenty numbers to call, you could call one from the second line (which includes numbers that people will have on their cards but which don't contribute to the final win).

## FINAL TIPS

- Make sure the participants know that whoever wins needs to jump to their feet and yell "BINGO" so they can be recognized. Remind them of this between some of your letter and number calling.
- Act surprised when no one has BINGO'ed after you've called five or six numbers.
- When calling the numbers, call the letter first and then put in about a two second pause before calling the number. This will not only build suspense, but will also allow the players to find the row before they need to find the number. By keeping up this pattern of calling the numbers, the final call will bring the entire room up to their feet at the same time - strengthening the impact.
- A nice way to finish is to simply say something like "I thought I was in a room of all winners. This proves it. Thanks for coming to my presentation."
- Or if there are giveaways at your presentation, everyone could win that giveaway. We value what we win more than we value something merely given to us.

My hope is that you and your audiences will enjoy this as much as I have.

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